**SP21 Project: Analysis of First-Person A.I Training Methods**

Capstone Weekly Status Report

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<https://github.com/rebeljedi999/TheCTeam>

**REPORT WEEK 1 (FEB 22 - FEB 28)**

1. Weekly Accomplishments
   1. All team members installed, ran, and familiarized themselves with the Unreal Engine environment.
   2. Kyle H., Kyle M., Paul, and Yohannes began tutorials on reinforcement learning in Unreal Engine.
   3. Kyle M. researched genetic algorithms and their possible implementation in Unreal.
2. Problems/Issues
   1. Somayyeh had initial problems with C++ programming, but after reviewing her notes she completed the basic tutorials for the Unreal Engine.
   2. Kyle M. is still trying to figure out the best way to implement the genetic algorithm.
   3. Yohannes struggled with some of the concepts in the reinforcement learning tutorial, but after further research he understands the concepts that were presented.
3. Next week’s planned work
   1. Kyle M., Somayyah, and Yohannes will research methods to reward NN and document potential algorithms.
   2. Kyle H. and Paul will begin a basic implementation of Reinforcement Learning algorithm and NN to get first generation.
4. Time log

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| Last Name | Hours Worked |
| Hinton | 4.5 |
| Kamyab | 2 |
| McQuillen | 4 |
| Teref | 5 |
| Wells | 4 |
| Team Total | 19.5 |